Camp Sidney Dew
Summer Camp Leader's Guide
2020
Camp Sidney Dew prides itself on being the best “customer service camp” in the country, where our customers experience an exciting Scouting program from the friendliest, most enthusiastic staff that Scouting has to offer.

Mission Statement

The mission of the Boy Scouts of America is to prepare young people to make ethical and moral choices over their lifetimes by instilling in them the values of the Scout Oath and Law.

Camp Sidney Dew strives to provide the best customer service-oriented summer camp experience. We see ourselves as the highlight of your year-round program. Our mission as a staff is to help you, as Scout Leaders, accomplish the goals that you aim to achieve at summer camp, and to ensure that your Scouts have a positive, exciting summer camp experience that will keep them involved and enthusiastic about Scouting.

At Camp Sidney Dew customer service is our hallmark. Your camp experience and satisfaction is our top priority. Our entire staff—from the Management Team to our Counselors-in-Training—is continually looking for ways to improve the camp and program. The best measure of our success is seeing the smiles on the faces of your Scouts and knowing that we had a positive impact on them. With your help, we will continue to be one of the most successful summer camps in the country.

Summer camp is the heart of the Scouting program. Our reputation for excellent service, facilities, and programs, has been developed over many years. We want every camper to feel like they are part of our NWGA Scouting family. Camp Sidney Dew summer camp is totally dedicated to providing your youth and leaders with the best summer camp experience possible in 2020. We strive to provide your youth with memories that will last a lifetime.

Executive Board
Northwest Georgia Council BSA
Greetings and welcome to our little slice of heaven, Camp Sidney Dew! My name is Will Errickson, but if you have been to Sidney Dew before, you might recognize me by the nickname “Ranger Danger” because of a skit I performed in 2007 where I impersonated our incredible Camp Ranger, Bill Pompie. This year I am excited to serve as your Camp Director. Although I am new to this position, I am not new to Sidney Dew Staff. This summer will be my twelfth summer on staff. I attended camp at Sidney Dew for five summers preceding my work on staff. I am a brotherhood member of Waguli Lodge and I am an Eagle Scout of Troop 4 of the NWGA Council.

As it does for most people who have spent time here, Sidney Dew holds a special place in my heart. In my opinion, there is no better camp in the world. Our customer service and dedication to providing the best summer camp program is unmatched and I hope you will give us a chance to prove that to you. There is a special type of magic at Camp Sidney Dew. I experience this magic every time I approach the front gate at camp. I remember as a youth, I would get so disappointed at the end of my summer camp week because I did not want to leave. So when I got older I decided to remedy that problem by joining the staff in 2007. I have spent the best summers of my life at Camp Sidney Dew. It is my sincere goal to ensure that everyone who enters our camp feels that same magic. Our Program Director, Evan Creamer, Ranger Bill, and myself are all dedicated to that mission. So welcome to our Scouting family. We are excited to have you join the Scouting spirit of Camp Sidney Dew!

Will Errickson
“Ranger Danger”
Camp Director
campdirector@nwgabsa.org

Rules for acceptance and participation in the programs are the same for everyone without regard to race, color, age, handicap, or national origin.
Planning

Camp Calendar

<table>
<thead>
<tr>
<th>Week 1</th>
<th>Week 2</th>
<th>Week 3</th>
</tr>
</thead>
<tbody>
<tr>
<td>June 7(^{th}) – June 13(^{th})</td>
<td>June 14(^{th}) – June 20(^{nd})</td>
<td>June 21(^{rd}) – June 27(^{th})</td>
</tr>
</tbody>
</table>

Registration Fees and Deadlines

<table>
<thead>
<tr>
<th>2020 Summer Camp Fees</th>
<th>Paid-in-full</th>
<th>Before May 15(^{th})</th>
<th>After May 15(^{th})</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scouts from NWGA Council</td>
<td></td>
<td>$260</td>
<td>$280</td>
</tr>
<tr>
<td>Scouts from other Councils</td>
<td></td>
<td>$260</td>
<td>$280</td>
</tr>
<tr>
<td>Adult Leaders</td>
<td></td>
<td>1 Free with 5 or more registered youth- $75 each additional adult</td>
<td>1 Free with 5 or more registered youth- $75 each additional adult</td>
</tr>
</tbody>
</table>

Camp Fees and Reservations

The camp fees for this summer are listed in the table above. The fee includes a camp patch for each Scout and is paid in two parts.

The first payment of $75 per Scout is due by March 15 with the completed Unit Count (CSD 1) form. This allows us to plan for the size of each unit. It is possible to add Scouts after this date, pending available space. Information about available space for each week from the Rome Service Center. The initial deposit is refundable up until May 15th.

The final payment (to qualify for early-bird rate) is due May 15th with the completed Registration Form (CSD 2b) and the Final Payment Form (CSD 2a).

Registration and payment forms are available at: www.nwgabsa.org/campregistration

Leaders in Camp

All units are required to have at least two adult leaders in camp at all times as required by the Boy Scouts of America. All leaders must be registered members of the BSA and must meet the qualifications for the leadership position in which they serve. The unit leader must be at least 21 years of age. Any additional leaders must be at least 18 years of age. Parents, committee members, and other adults who accompany the unit to camp and/or plan to stay overnight, must meet all of the above requirements.

Additional leader-spaces are available for a fee of $75 each. Each leader-space provides meals, a tent (2 leaders per tent), and one official camp patch. The official leader count for the unit will be the number of additional leader-spaces plus the first two leaders.
Leaders may rotate when necessary; however, for the best interest of the Scouts, we recommend having consistent leadership throughout your unit's stay at camp. Rotation of leaders can give way to situations that are not conducive to the positive influences of a week of summer camp. Units that rotate leaders during the week can fill a leader-space with more than one person granted they attend different parts of the week.

For example, one leader might stay the first half of the week and another the second half. If the two leaders do not stay in camp at the same time, they use only one leader-space and pay the fee for only one leader-space. They will, however, only receive one patch for the one leader-space. Additional patches are available for purchase in the Trading Post.

Additional leaders not staying the entire week should plan to provide their own tent and must pay a Dining Hall fee of $5 per meal. This fee should be paid in the Hubbs Administration Building upon arrival at camp. They will not receive a patch, but may purchase one from the Trading Post. In order to ensure enough tent space for everyone, our administrative staff will contact units with a high ratio of leaders to Scouts.

Leaders should plan to share tents since the camp will only provide one tent for every two leaders. Unfortunately, Sidney Dew does not have the resources to provide each leader with a separate tent. Those leaders who wish to guarantee their own tent should make arrangements to bring one from home.

**Provisional Scouts**

Scouts who are unable to attend during their unit’s week at camp, or who wish to attend an additional week of camp, should consider attending camp with another unit from their local area. The Scoutmaster of the Troop attending camp will be responsible for the Scout's paperwork. Provisional Scouts should bring a completed medical form with them to camp.

**Campsite Reservations**

The $100 campsite deposit reserves a space for your unit to attend summer camp during a specific week. As the camp staff prepares for each unit’s arrival, it may be necessary to make adjustments to a unit’s campsite based on the size of the units attending camp that week. A unit that brings fewer Scouts than the site minimum may be asked to share that site, or to move to a smaller site. Likewise, if a unit exceeds the maximum size of a site, they may be asked to move as well. The Campsite Capacities table on this page indicates the maximum for each campsite. The Sidney Dew staff will work to accommodate each unit as much as possible. Your patience and understanding are appreciated.

Units attending Sidney Dew this summer have first choice in making a reservation for the same site/week next year while they are at camp. After they leave camp, all unreserved campsites are open for new reservations on a first-come, first-served basis.
Campsites
All 15 campsites at Camp Sidney Dew are equipped with a covered pavilion, tables, water, latrine, and a fire ring. Some of the sites also are equipped with lean-to shelters and mattresses. For specific campsite information, please visit: https://www.nwgabsa.org/campsites

<table>
<thead>
<tr>
<th>Campsites</th>
<th>Max</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Apache</td>
<td>50</td>
<td>Tent</td>
</tr>
<tr>
<td>Blackfoot</td>
<td>35</td>
<td>Lean-To</td>
</tr>
<tr>
<td>Chaparral</td>
<td>26</td>
<td>Lean-To</td>
</tr>
<tr>
<td>Cherokee</td>
<td>50</td>
<td>Tent</td>
</tr>
<tr>
<td>Choctaw</td>
<td>28</td>
<td>Lean-To</td>
</tr>
<tr>
<td>Comanche</td>
<td>36</td>
<td>Tent</td>
</tr>
<tr>
<td>Creek</td>
<td>40</td>
<td>Tent</td>
</tr>
<tr>
<td>Lenni Lenape</td>
<td>30</td>
<td>Tent</td>
</tr>
<tr>
<td>Mohawk</td>
<td>30</td>
<td>Tent</td>
</tr>
<tr>
<td>Muscogee</td>
<td>36</td>
<td>Lean-To</td>
</tr>
<tr>
<td>Pawnee</td>
<td>24</td>
<td>Lean-To</td>
</tr>
<tr>
<td>Pioneer</td>
<td>22</td>
<td>Lean-To</td>
</tr>
<tr>
<td>Sequoyah</td>
<td>60</td>
<td>Tent</td>
</tr>
<tr>
<td>Shawnee</td>
<td>26</td>
<td>Lean-To</td>
</tr>
<tr>
<td>Sioux</td>
<td>40</td>
<td>Tent</td>
</tr>
</tbody>
</table>
Refund Policy
Units that withdraw their campsite reservation prior to March 15th may receive a camp reservation deposit refund of $100. Units that make a reservation but do not attend will forfeit their entire $100 reservation deposit. The $100 deposit will automatically be applied to the overall balance of the current year's camp registration fees.

The camp policy regarding Scout fee refunds is as follows: Prior to June 1, all payments made are fully refundable or transferable to another participant. Cancellations made after June 1 are subject to a non-refundable fee of $50. Additional amounts paid in excess of $50 may be refunded, depending on individual circumstances. A written request for refunds must be submitted (each request will be considered individually). The Camp Director reserves the right to make an exception for extreme or extenuating circumstances.

Refunds will be credited to the unit's account balance, which will be settled during check-in. Units from the Northwest Georgia Council may request a credit to their unit account with the council, for use year-round at the Northwest Georgia Council Office or, if desired, request a council check. Out-of-council units will receive the refund as a council check mailed to the contact address on file. Please allow at least 2-3 weeks for delivery.

Scouts, not the unit, should cover all camp costs. This prevents the unit from losing money if a Scout cannot attend camp and has not yet paid. Please note that we cannot offer refunds for Scouts who leave camp early and under no circumstances may any refunds be carried over to the following summer. We strongly advise units not to “pre-pay” for Scouts if possible, unless funds for camp have been secured from the family or through council and unit fundraisers in advance.
Registering for Camp

To secure a campsite for your unit, please contact Angela Goodson at angela.goodson@scouting.org or (706) 235-5545.

A registration packet is available and contains all the required forms. The pack is available for download at: www.nwgabsa.org/campregistration

Leaders will note that the registration process is divided into four major steps. Each form is labeled with a number that coordinates with its step.

If after reviewing the Leader’s Guide and the registration packet you still have questions, feel free to check our website, nwgabsa.org, or contact us directly:

Will Errickson, Camp Director: campdirector@nwgabsa.org

Angela Goodson, angela.goodson@scouting.org

Online Registration

Camp Sidney Dew is proud to offer complete online registration to all of our units through Tentaroo. Unit leaders can log in twenty-four hours a day to update unit counts, enter merit badge schedules, and even make payments online with a Visa or MasterCard. Once submitted, you will receive confirmation via e-mail. If you have any issues navigating Tentaroo, contact the Northwest Georgia Council Scout Office at (706) 235-5545. If you still prefer a hard copy, or do not wish to make an online payment, simply print a copy of the online form and submit it to our office with your payment.

Correspondence

<table>
<thead>
<tr>
<th>Summer Camp Addresses</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Before June 1st, 2020</strong></td>
</tr>
<tr>
<td>Northwest Georgia Council, BSA</td>
</tr>
<tr>
<td>P.O. Box 1422</td>
</tr>
<tr>
<td>Rome, GA 30162</td>
</tr>
<tr>
<td>(706)-235-5545</td>
</tr>
<tr>
<td>Fax: (706)-290-1765</td>
</tr>
<tr>
<td><strong>After June 1st</strong></td>
</tr>
<tr>
<td>Camp Sidney Dew</td>
</tr>
<tr>
<td>3624 Everett Springs Rd</td>
</tr>
<tr>
<td>Armuchee, GA 30105</td>
</tr>
<tr>
<td>(706)-234-2393</td>
</tr>
</tbody>
</table>
All summer camp correspondence and registration materials should be sent to the Council Office until the end of May. Starting in June, all correspondence should be sent directly to camp. The addresses for both locations are listed in the table above. To allow enough time to receive and process registration, do not send any money or registration materials through the Postal Service less than two weeks prior to your arrival at camp.

The camp office will be open from June 1st to June 27th. Summer Camp Administration cannot be reached at camp before or after these dates.

**Confirmation and Changes**
When we receive your registration paperwork from Step 2, we will confirm receipt with an email. If any conflicts arise with your schedule requests, we will contact you directly.

While we try to accommodate all schedule requests, the administration reserves the right to limit the size of any program to ensure the safety of Scouts and the quality of instruction. Sessions that are size-limited include merit badges in the Shooting Sports and Aquatics areas, Spike Buck Program, most of the Climbing programs, and the Eagle Eye Experience.

### Registration Overview

<table>
<thead>
<tr>
<th>Step 1</th>
<th>Step 2</th>
<th>Step 3</th>
<th>Step 4</th>
<th>Step 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit Count</td>
<td>Registration/ Payment #2</td>
<td>Registration/ Final Payment</td>
<td>Additional Paperwork</td>
<td>Check-in</td>
</tr>
<tr>
<td>Due Mar. 15</td>
<td>Due Apr. 15 $75 per Scout (Non-Refundable after May 31st)</td>
<td>Due May 15 for Early- Bird Discount, June 1</td>
<td>Due at Arrival of Camp</td>
<td>Sunday arrival</td>
</tr>
</tbody>
</table>

The first step of the process is the Unit Count. This is the number of Scouts from your unit who are attending camp. Complete the Unit Count (CSD 1) form and return it with a payment of $75 per Scout to the Northwest Georgia Council Service Center by Mar. 15.

The second step is Payment #2 and registration for program sessions via online registration. NOTE: Scout signups for Merit Badge and other programs is not guaranteed until the initial $75 deposit for that Scout is received.

The third step is final registration for program sessions. Payment for Scouts registering for camp after either of the first two deadlines may be submitted at any time.

Additional optional paperwork will be due upon arrival to camp. Please follow the instructions on the forms in the registration packet.

Copies of current BSA Health Forms Should be presented to Medics at Hubbs for re-checks.

The last step is check-in on Sunday afternoon. Upon check-in, staff will collect remaining paperwork and Unit Roster, schedules will be updated, and remaining balances are due.

### Online MB registration is available after March 15th

If you don’t see a program or class available when you go to register online, then that program is full. You will not be able to register for this program unless someone drops it. Schedules can be modified and will be finalized during check-in.
Changes to a Scout’s requested schedule or other registration materials can be submitted to our administrative staff by phone, fax, or e-mail.

Due to the number of Scouts registering for some programs at camp, some schedules may not be exactly as requested. By “capping” our attendance each week, we avoid most scheduling problems, but at times certain classes become filled quickly. We will work with you upon arrival to ensure that every Scout gets an opportunity to take the classes they requested as their 1st choice, if at all possible.

**Express Check-In**
Units that meet all registration deadlines, confirm their merit badge schedules in advance, provide names of leaders coming to camp, and make payment in full prior to arrival, will be rewarded with an expedited check-in process that can be completed in 5-10 minutes. Units must still complete Health Checks with Medic upon arrival and check-in. Swim tests may be administered prior to camp and proof of completion (including signature of Aquatics Instructor and skill rating of each participant) should be turned in at the pool. However, the Aquatics staff reserves the right to re-test anyone if they deem it necessary.

**Age, Maturity, and Skill Level**
Please keep in mind that the unit leader is responsible for ensuring that all Scouts meet age, maturity, and skill level requirements for all sessions. Scouts who have already earned a merit badge are not eligible to sign up for that merit badge session again. This allows every Scout the opportunity to participate in the program. On the first day of sessions, instructors will verify participant qualifications to ensure all required qualifications are met.

<table>
<thead>
<tr>
<th>Age/Rank Requirements</th>
<th>Age</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project C.O.P.E.</td>
<td>Age 14</td>
</tr>
<tr>
<td>Climbing Program</td>
<td>Age 14</td>
</tr>
<tr>
<td>Shooting Sports</td>
<td>Age 13</td>
</tr>
<tr>
<td>Life Scouting</td>
<td>Age 13, Star</td>
</tr>
<tr>
<td>Aquatics Supervision</td>
<td>Age 15</td>
</tr>
</tbody>
</table>

Please note the programs listed that have specific requirements for enrollment. In addition, Scouts registered in Spike Buck may not participate in any of the programs designed for older Scouts including “Life Scouting.” All rifle and shotgun MB scouts must attend a mandatory safety training class after supper on Sunday.

**Medical Forms and Insurance**
All Scouts and leaders attending camp must have a physical examination before coming to camp and must have completed all required medical forms. The examination must be by a physician licensed to practice medicine.

Youth participants and adults are required to use BSA Medical Form 680-001ABC. National has consolidated all previous versions of the medical form into one form for youth and adults. Please use the most current version of each form. Older versions of the medical forms cannot be accepted.

Each Scout and leader will have a health form review after their arrival as part of the check-in procedure. In accordance with the new federal HIPPA regulations, medical screenings will be completed discreetly to ensure privacy for Scouts and Leaders. The unit's medical forms will be kept on file for the week with the camp's Health Officer. They will be returned to the unit leader on Saturday at the end of the week.
Required Medical Forms

<table>
<thead>
<tr>
<th>All Scouts and leaders are required to have a physical examination before camp and complete the appropriate medical form.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Form 680-001 ABC</td>
</tr>
<tr>
<td>Scouts and leaders should use these forms</td>
</tr>
<tr>
<td>Personal/Insurance Card</td>
</tr>
<tr>
<td>Attach a copy of Personal Insurance Card to Medical Form</td>
</tr>
</tbody>
</table>

Please make arrangements for physical examinations before summer camp. Any Scout or leader who does not have a completed health form - including the examination - will be restricted from all camp activities until the forms are submitted and the examination is complete. There are no provisions for an examination to be given at camp. Also, make sure that all parties in the appropriate places have signed each health form. Please keep a copy of each Scout's physical for your records. National requires proof of insurance for all camp participants. Please attach proof of insurance by providing a copy of an insurance card to the medical form.

BSA Medication Policy

The BSA National Standard dictates how medication is stored and dispensed at summer camp. Under this policy, all prescription medications (including those needing refrigeration) are to be kept in locked storage and in compliance with local and state laws. Exceptions can be made for campers to carry a limited amount of medication, such as heart medication or an inhaler, to be used in the event of emergencies like bee stings or allergic reactions. It is required that all Schedule II Narcotics must be secured in the Health Lodge under dual lock and key in the Health Lodge for Participants under the age of 18.

Personal Animals on Camp

While we love animals of all kinds, however we cannot allow personal animals on camp property. This is to protect the health and safety of all campers who are under our care. Personal animals include, but are not limited to, emotional support animals and all other animals that are not expressly identified under the ADA.

Express Health Check-In

Units have the opportunity to mail medical forms to camp for pre-screening prior to arrival. Please mail the forms directly to camp (Attn. Health Lodge Staff) at least two weeks prior to arrival. To protect privacy, please do not FAX forms. Units should bring a copy of all medical forms with them as well, just in case! National BSA requires that everyone must go through a Health Check upon arrival. Participants with forms that the Health Lodge staff has already inspected will be allowed to go through an expedited Health Check process at the Hubbs Program Center on Sunday.
Packing

What to Bring

<table>
<thead>
<tr>
<th>Personal Equipment</th>
</tr>
</thead>
<tbody>
<tr>
<td>T-shirts</td>
</tr>
<tr>
<td>shorts or long pants</td>
</tr>
<tr>
<td>swim trunks</td>
</tr>
<tr>
<td>underwear</td>
</tr>
<tr>
<td>socks</td>
</tr>
<tr>
<td>footwear for boating</td>
</tr>
<tr>
<td>hat</td>
</tr>
<tr>
<td>extra shoes or boots</td>
</tr>
<tr>
<td>poncho or rain gear</td>
</tr>
<tr>
<td>notebook and pencil or pen</td>
</tr>
<tr>
<td>Scout Handbook</td>
</tr>
<tr>
<td>merit badge pamphlets</td>
</tr>
<tr>
<td>watch (very important)</td>
</tr>
<tr>
<td>washcloth and towel</td>
</tr>
<tr>
<td>toiletry items (soap, shampoo, toothpaste, etc.)</td>
</tr>
<tr>
<td>flashlight with new batteries</td>
</tr>
<tr>
<td>sleeping bag or sheets &amp; blankets</td>
</tr>
<tr>
<td>alarm clock</td>
</tr>
<tr>
<td>pocketknife</td>
</tr>
<tr>
<td>foot locker, suitcase, or backpack</td>
</tr>
<tr>
<td>laundry bag</td>
</tr>
<tr>
<td>hand sanitizer</td>
</tr>
</tbody>
</table>

Other than some basic items, different people and units will bring different items with them. A good exercise is to think about your perfect week at camp and bring the items that you see in your mental picture. If you want to spend the afternoon fishing on the edge of the lake, don't forget your fishing rod and tackle box. To help keep you from forgetting those all-important items, we have a list on this page to help you when you are packing.

What Not to Bring to Camp

Personal firearms, ammunition, bows, and paintball guns are not allowed in camp; only those supplied by the Shooting Sports area are to be used. Sheath knives are also not allowed at camp. Any prohibited items brought to camp must be checked in with the Camp Director. Items will be returned when the unit checks out. Pets are not allowed at camp at any time. Finally, we strongly recommend that items such as radios, music players, electronic games, and other electronic devices not be brought to camp. Summer camp is an outdoor experience, and these items are not appropriate to that experience. Camp Sidney Dew is not responsible for personal or unit items that are damaged, lost or stolen.

Tips

Have Scouts bring a footlocker or locking suitcase and provide an extra key for the unit leader. That way, if one key is lost, the spare one will be stored safely. With the heat and humidity of June and July, it would be advisable to have a change of clothing for each day of the week.
Privacy Notice
By participating in Northwest Georgia Council activities, you agree to allow the Northwest Georgia Council to use your image in camp and council promotional materials.

Transportation
Each unit is responsible for the safe transportation of its members to and from camp, and to make sure that all vehicles meet national insurance requirements. Transporting Scouts or adults in the bed of a pickup truck or trailer - whether it is covered or uncovered - is against the policy of the Boy Scouts of America, in addition to being in poor judgment.

Parking
Upon arrival at camp, park all vehicles in the Main Parking Lot. Do not block the road. This road serves as a vital artery for camp logistics and two-way through passage must be maintained.

The main parking area for leaders and visitors is between the main gate and the Hubbs Administration building. Vehicles are not to be parked in the campsite during the week. Units are encouraged to leave a trailer in the campsite in order to store gear.

All campsites must be clear of vehicles by Sunday night before campfire, unless prior permission is arranged with the Camp Ranger. Exceptions approved will receive a special tag for the vehicle. To keep traffic in camp to a minimum, only camp vehicles will be allowed beyond the main parking lot during the week of camp. Some vehicles will be permitted into camp during check-in and check-out, for the purposes of loading and unloading personal and unit equipment. While driving in camp, please observe the camp speed limit of 10 miles per hour. No vehicles will be allowed to operate in camp or be parked in the campsite after check-in on Sunday. If you need to leave camp during the week, always check out at the admin center.

Tour Buses
If your unit will be traveling to Sidney Dew in a charter or tour bus, please notify the camp administration (706 234-2393) one week prior to your check-in date so that we can prepare for your arrival. Upon arrival to camp, please go directly to the main parking lot where you will need to unload. This area is one of the few places large enough to easily turn around such a large vehicle. We will make arrangements to transport all your gear from the bus to the campsite.

Handicapped/Service Permits
Individuals with special needs should contact the Camp Ranger prior to arrival at 706-234-2393 or sidneydew@nwgabsa.org. We have a strict “no vehicle” policy in camp and our camp vehicles/carts are for staff use only, so the camp does not furnish individual golf carts or other modes of transportation. Needs of people with physical disabilities will be addressed and/or our ranger staff will issue service permits on an as-needed basis.
Safety

While we want every Scout to have a fun and exciting week, safety is a top priority in our program, in the campsite, and around camp. Please take note of the policies and procedures to ensure a fun and safe experience.

Buddy System
The buddy system should be used during your stay at camp at all times. We highly recommend that your Scouts schedule their classes so that they can travel around camp together so that we all stay safe.

Bicycles
In order to maintain safe travel corridors, personal bicycles are not permitted on camp property.

In Case of Accident or Emergency
Sidney Dew has a Health Lodge that is open 24 hours a day and manned by staff members trained in handling minor accidents and illnesses.

In addition, Sidney Dew has a working arrangement with physicians in Rome for the treatment of more serious cases. If this kind of treatment is required, the Scout's parents will be notified by telephone, and their wishes concerning treatment will be respected. If such a trip is required, we ask that one of the Scout's leaders drive him to the hospital. This way, the Health Officer will still be in camp to treat any other potential injuries.

At the health re-check, the camp reserves the right to refuse admittance to any person who, in the opinion of the Camp Director and Health Officer, has any physical or medical condition that might present a hazard to self or others. Medication brought to camp should be kept in the Health Lodge.

An emergency phone is located at the Hubbs Reception area. This phone is primarily for adult use only. Youths will only be allowed to make phone calls accompanied by one of their adult leaders. In the event of an emergency, it is important that camp policies and emergency procedures are followed at all times. Camp staff will provide direction as required.

In the event that a Scout or Leader requires medical treatment beyond the services of the Sidney Dew Health office, payment for these services will be handled as follows:

Out-of-Council participants are required to show proof of insurance for the unit on CSD 2d. When the participant receives professional medical services, this policy will be used along with medical insurance from the participants family. It is the responsibility of the unit leader to notify their insurance carrier of a pending claim. Furthermore, it will be the responsibility of the participant’s family to work with their troop leaders to process all claims of service after returning home.
**Fire Safety**
Sidney Dew has a fire and emergency alarm system. This system will be explained at the Leaders' Meeting on Sunday, and a test of the system will be conducted early in the week. Basic fire fighting equipment is located at each campsite. If there is an emergency, this equipment will be used by members of the camp staff. This equipment is not to be used by Scouts; Scouts do not fight fires under any circumstances.

Under no circumstances shall flames of any kind be used in any tent or Adirondacks. Flashlights or battery-powered lanterns—which do not pose the threat of fire or asphyxiation—are the only acceptable light for use in tents.

**Liquid and LP Fuels**
Liquid-fueled equipment (kerosene, gasoline, white gas, etc.) is not allowed at Camp Sidney Dew. Empty propane cylinders should be taken home with the unit and not placed in fireplaces or trash cans.

**Equipment Damage**
Any damage to camp-owned equipment through abuse will be the responsibility of the Unit. The camp staff will assess any damages and notify the unit. The unit is responsible for paying for damages before leaving camp.
Merit Badge Program

The merit badge program is the cornerstone of the summer camp program and Camp Sidney Dew offers a wide selection. Most merit badges can be completed at camp. However, there are a few that need some additional work at home because of time requirements, special projects, or other considerations. In addition, some merit badges require prerequisites or practice to develop proficiency in specific skills.

If your council requires blue cards, please bring them with you to camp. The cards should be completely filled out by the unit and brought to the Hubbs Administration Building for an official signature. The Scoutmaster will receive an advancement report prior to departure on Saturday, noting completes and partials, including those requirements that remain outstanding. It is the unit’s responsibility to transfer this information to the corresponding blue card.

Prerequisite Requirements

Some merit badges, unfortunately, cannot be completely finished at summer camp. However, if your Scout has signed up for one of the following badges, he can complete the prerequisite requirements before coming to camp. By completing these requirements and bringing a Scoutmaster-signed Prerequisite Requirement Form, he will be marked off on these requirements and will complete the badge at camp.

<table>
<thead>
<tr>
<th>Merit Badges</th>
<th>Req.</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Environmental Science</td>
<td>3e</td>
<td>Write a report on an endangered species</td>
</tr>
<tr>
<td>Reptile &amp; Amph. Study</td>
<td>8</td>
<td>Care for and observe a reptile or amphibian for at least 30 days</td>
</tr>
<tr>
<td>Camping</td>
<td>8d</td>
<td>Cook meals for your patrol</td>
</tr>
<tr>
<td></td>
<td>9</td>
<td>Camp a total of at least 20 nights</td>
</tr>
<tr>
<td>Wilderness Survival</td>
<td>5</td>
<td>Put together a personal survival kit (Bring this to camp!)</td>
</tr>
<tr>
<td>Orienteering</td>
<td>TBD</td>
<td>Currently determining requirements</td>
</tr>
<tr>
<td>Personal Management</td>
<td>2</td>
<td>Keep track of a budget for 13 weeks</td>
</tr>
<tr>
<td>Communication</td>
<td>5</td>
<td>Attend a public council meeting</td>
</tr>
<tr>
<td>Emergency Preparedness</td>
<td>8b</td>
<td>Take part in at least one troop mobilization</td>
</tr>
<tr>
<td></td>
<td>9a</td>
<td>Inspect your home for potential hazards</td>
</tr>
<tr>
<td>Personal Fitness</td>
<td>1a</td>
<td>Receive a physical examination using the BSA exam form</td>
</tr>
<tr>
<td>Art</td>
<td>6</td>
<td>Visit a museum, art exhibit, art gallery, etc.</td>
</tr>
</tbody>
</table>
Merit Badges

Aquatics

Canoeing Merit Badge
Pre-Req: Pass Swimmer Test
Location: Lake Goodyear

Kayaking Merit Badge
Pre-Req: Pass Swimmer Test
Location: Lake Goodyear

Lifesaving Merit Badge
Pre-Req: Pass Swimmer Test
Location: Lake Goodyear

Rowing Merit Badge
Pre-Req: Pass Swimmer Test
Location: Lake Goodyear

Swimming Merit Badge
Pre-Req: Pass Swimmer Test
Location: Pool

Aquatic Supervision
Pre-Req: Swimmer Test/16 yrs
Location: Pool

Ecology/Conservation

Astronomy Merit Badge
Pre-Req: NONE
Location: Dining Hall

Environmental Science Merit Badge
Pre-Req: Requirement 3e
Location: Nature Lodge

Fishing Merit Badge
Pre-Req: NONE
Location: Nature Lodge

Weather Merit Badge
Pre-Req: None
Location: Nature Lodge

Forestry Merit Badge
Pre-Req: None
Location: Nature Lodge

Nature Merit Badge
Pre-Req: None
Location: Nature Lodge
Reptile & Amphibian Study Merit Badge
Pre-Req: Requirement 8
Location: Nature Lodge

Active Lifestyles

Golf Merit Badge
Pre-Req: None
Location: Dining Hall

Handicraft

Art Merit Badge
Pre-Req: Requirement 6
Location: Handicraft Lodge

Basketry Merit Badge
Pre-Req: $15 for supplies
Location: Handicraft Lodge

Indian Lore Merit Badge
Pre-Req: $15 for supplies
Location: OA Lodge

Leatherwork Merit Badge
Pre-Req: $15 for supplies
Location: Handicraft Lodge

Pottery Merit Badge
Pre-Req: None
Location: Handicraft Lodge

Wood Carving Merit Badge
Pre-Req: $15 for supplies
Location: Handicraft Lodge

Scoutcraft/Outdoor Skills

Camping Merit Badge
Pre-Req: Requirement 8d, 9
Location: Scoutcraft Shelter

Signs, Signals, and Codes
Pre-Req: None
Location: Scoutcraft Shelter
Orienteering Merit Badge  
Pre-Req: None  
Location: Scoutcraft Shelter

Pioneering Merit Badge  
Pre-Req: None  
Location: Scoutcraft Shelter

Wilderness Survival Merit Badge  
Pre-Req: Requirement 5  
Location: Scoutcraft Shelter

Shooting Sports

Archery Merit Badge  
Pre-Req: None  
Location: Archery Range  
** Scouts must be able to draw a 22lb bow  
***Scouts in Spike Buck are not eligible

Rifle Shooting Merit Badge  
Pre-Req: None  
Location: Rifle Range  
** Minimum age of 13 years old  
*** $15 ammunition fee

Shotgun Shooting Merit Badge  
Pre-Req: None  
Location: Shotgun Range  
** Minimum age of 13 years old  
*** $25 ammunition fee

STEM

Chemistry Merit Badge  
Pre-Req: None  
Location: Simmons Shelter

Chess Merit Badge  
Pre-Req: None  
Location: Simmons Shelter

Electricity Merit Badge  
Pre-Req: None  
Location: Simmons Shelter

Moviemaking Merit Badge  
Pre-Req: None  
Location: Simmons Shelter
Radio Merit Badge
Pre-Req: None
Location: Simmons Shelter
** Offered as a twilight badge

Space Exploration Merit Badge
Pre-Req: None
Location: Simmons Shelter

Space Exploration Merit Badge
Pre-Req: None
Location: Simmons Shelter

Health and First Aid
First Aid Merit Badge
Pre-Req: None
Location: Health Lodge

Emergency Preparedness Merit Badge
Pre-Req: 8b, 9a
Location: Health Lodge

Disability Awareness Merit Badge
Pre-Req: None
Location: Health Lodge
** Offered as a twilight badge

Climbing and C.O.P.E. (Challenging Outdoor Personal Experience)
Climbing Merit Badge
Pre-Req: None
Location: COPE Shelter

C.O.P.E
Pre-Req: None
Location: COPE Shelter

Scouts will learn the basics of climbing and rappelling and practice these skills on the tower. Safety is emphasized as ability is developed. Scouts who successfully complete the Climbing program at Camp Sidney Dew will earn the Climbing merit badge. Each session is limited to Scouts. Scouts must be at least 14 years of age to participate in this program. There is a $25 program fee.

Project C.O.P.E.—Project COPE stands for Challenging Outdoor Personal Experience. Minimum age is 14. It is a ropes/confidence course created by the Boy Scouts of America to develop leadership and teamwork skills in the participants. COPE is a three hour session that meets only in the afternoon. There is a $25 program fee. Class will not be held if minimum class size is not met.
Life Scouting

“Life Scouting” is an intensive program focused on some of the Eagle-required merit badges.

Scouts may register to complete as many requirements as are feasible over the course of the week, however some requirements will need to be completed at home. As these Eagle-required badges are quite involved, Scouts are advised to take no more than two of these badges at a time.

Most of the badges require prior preparation or bringing materials from home. All of these sessions require written material. Scouts need to bring a standard notebook, pencil, and pen.

These sessions are for older Scouts working toward Eagle. Scouts that are under the age of 13, first year campers or are in any of the Spike Buck sessions are not eligible to enroll in Life Scouting sessions.

Communication Merit Badge
Pre-Req: Requirement 5
Location: Blackfoot Shelter

Personal Management Merit Badge
Pre-Req: 2
Location: Blackfoot Shelter

Spike Buck “First Year Camper” Program

Each Scout in the Spike Buck Program learns the basic skills that all Scouts must master to become proficient in camping and outdoor activities. There are two programs available covering those skills that are required for advancement to the ranks Of Tenderfoot, Second Class, and First Class. While designed primarily for Scouts who are new to the Scouting program, and generally those coming to summer camp for the first time, it is not limited to those Scouts.

The Spike Buck staff will attempt to help Scouts master the basic skills for camping, first aid, rope work, map and compass work, and nature hiking.

Requirements Covered

| Scout: 1a-1f, 2a-2d, 3a, 3b, 4a, 4b, 5 |
| Tenderfoot: 1c, 3a – 3d, 4a – 4d, 5a – 5c, 7a, 7b, 8 |
| Second Class: 1b, 2a – 2c, 2f, 2g, 3a – 3d, 4, 6a – 6e, 8a, 8b, 9a, 9b |
| First Class: 1b, 3a – 3d, 4a, 5a – 5d, 6b, 7a – 7d, 7f |

Unlike the merit badge program, it is impossible to come to camp and, in a week, complete all of the requirements for First Class. The Camp Sidney Dew staff will do everything in its power to help each Scout become proficient in as many of the Scouting skills as possible. Each Scout will receive credit for those requirements he has completed toward the ranks of Tenderfoot, Second Class, and First Class. How much each Scout completes is up to him or her, and it is very possible for two different Scouts will complete different requirements, and that some complete more than others.
**Who Should Sign Up?**
Unit leaders should consider each Scout individually when deciding whether he should sign up for this program. While a Second Class Scout may gain valuable skills in the program; he may be better served in the merit badge program. Likewise, a 14- or 15-year-old may be in his first summer at camp, but may be advanced enough to bypass this program in favor of merit badges.

Leaders are encouraged to work with Spike Buck participants in the Troop's campsite. A review here can put into practice the skills the Scouts have learned during the week.

Keep in mind that Scouts enrolled in any Spike Buck sessions are not eligible to participate in Life Scouting or other select merit badges.

**What to Bring to Spike Buck?**
In addition to regular items to bring to camp, Scouts in the Spike Buck Program should bring the following items:

- Daypack
- Water Bottle
- Poncho
- Compass
- Pencil & Paper
- Scout Handbook

**Spike Buck Location**
The Spike Buck program is located in the Blackfoot Shelter.
Programs and Activities

Climbing and Zip Line
Our C.O.P.E. crew is excited to offer climbing and zipline opportunities as a full-time event! Come conquer our wall or race down our amazing zip line. Troops can sign up for troop climb or zip as a twilight program. Individual campers are welcome to come to the zip and climb events that are held during our twilight program. ** A nominal fee will be charged for individual scouts**

Beekeeping
The art of beekeeping has existed for thousands of years, but most of us don’t think much about where the jar of honey we bought at the supermarket came from. We’re proud to offer our apiarist program at Camp Sidney Dew. Through this program, we hope to educate our scouts in the skills needed to successfully maintain an active beehive and harvest honey through hands-on practice and real-life application. Upon completion of the program, campers will receive a Camp Sidney Dew Apiarist patch.
Twilight and Other Activities

Many activities are available in the evening hours between Vespers and Taps. Some activities have been scheduled by the camp staff and are open to all Scouts and leaders. Other activities may be done on a unit basis and can be scheduled by the unit leader through the appropriate program area. These arrangements can be made at the Sunday Leaders’ Meeting.

Patch Trading
Calling all Patch Collectors! Join us on the porch of the Trading Post for Patch Trading. Bring some patches you want to trade and enjoy the fellowship with other traders. Celebrate over a century of Scouting with Patch Trading on Tuesday night at 8:00 pm to 9:30 pm. Drop on by, grab a Slush Puppy, and let the Trading Wars begin.

Shooting Sports Twilight
We will provide Shooting Sports opportunities during Twilight Time. Evening activities will be announced by the Shooting Sports Director at the Leader meeting on Sunday and again at daily SPL mtgs. Younger Scouts are welcome to participate!

Rome Braves Baseball
Rome is proud to be the home of the Rome Braves, 2016 South Atlantic League Champions. The Rome Braves are a Class A farm team for the Atlanta Braves and are a lot of fun to watch! If the Braves are in town during your week at camp, we can help you arrange for your troop to catch a game. Check the Braves’ website, www.romebraves.com, for their 2020 schedule.

Athletics
We will be running troop/team competitions in Ultimate Frisbee, Basketball, and Volleyball. Tournament brackets will be available for signups at the Dining hall on Monday. Rules, schedules, etc. will be discussed at the first SPL meeting on Monday. Winning Troops/Teams will be recognized at the closing Campfire.

Disc Golf
We hope that you take advantage of our updated disc golf course. If you don’t have your own discs, sets are available for checkout at the athletic field equipment shelter. Get your practice during the week, because we will have a winner take all tournament on Friday.
**Leader Academy**

<table>
<thead>
<tr>
<th></th>
<th>Sunday</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>A.M.</strong></td>
<td>N/A</td>
<td></td>
<td>Summer Camp Roundtables</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>P.M.</strong></td>
<td>SM/SPL Mtg.</td>
<td>Trek Safely</td>
<td>Climb On Safely</td>
<td>Safe Swim Defense/ Safety Afloat</td>
<td>Leave No Trace</td>
</tr>
</tbody>
</table>

*Please note that sessions and days offered are subject to change but each of these training sessions will be offered at least once during your week at camp.*

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**Summer Camp Leader Roundtables**
After the leader’s meetings, we will be offering Summer Camp Roundtables that will showcase a new subject and may differ from week to week depending on what you would like to see! If you are particularly proficient at a specific Scouting skill and want to share your knowledge, then contact the Program Director to set up a roundtable meeting that will highlight your skill. So stick around after the leader’s meeting to learn!

**Unit Leader Dinner**
One night during your week at camp, the Northwest Georgia Council will sponsor a dinner for the adult leaders in camp to share their experiences and comments on Camp Sidney Dew. The Council looks forward to your input, and invites you to help make Camp Sidney Dew the best it can be.

**Scoutmaster “Badge of Merit”**
The Camp Sidney Dew Scoutmaster Achievement Award, a.k.a. Scoutmaster Badge of Merit, recognizes the tremendous contribution adult leaders make to the Camp and the Scouts in attendance. To qualify for the award, an adult leader must earn a minimum number of points on his/her Scorecard. Applications for the award should be submitted on Friday afternoon. Get your SMB scorecard when you check in.

**Advancement**
Often, adults in camp bring with them special knowledge or skills that would be beneficial to various merit badge sessions. If any adult would like to assist with a merit badge - or offer one not on the schedule - please email the Program Director (evanmcreamer@gmail.com). He will discuss details such as prerequisites, material needs, session Times and capacity. The Administration staff will notify units coming to camp of the special offerings and assist with generating end of week advancement reports.

**Service**
If you are a carpenter, plumber, electrician, or just a general handyman, your skills are always needed at camp. The Camp Ranger will be glad to suggest a list of projects to any interested leader. Bring your tools and feel at home.
Your First Day
Units should plan to arrive at Camp Sidney Dew between 2:00P.M. and 4:00P.M. on Sunday. The camp is closed between noon Saturday and 2:00P.M. Sunday, and there will be no one available to handle early arrivals.

Upon arrival at camp, immediately park all vehicles in the grass parking lot between the front gate and the administration building. Do not block the road. This road serves as a vital artery for camp logistics and two-way through passage must be maintained.

The first thing the unit leader should do is report to the Hubbs Administration building with the SPL to meet the camp administrative staff. At that time, the unit leader should have a final roster of Scouts and leaders, registration changes, and any unpaid fees.

The assistant leader should remain with the unit and have copies of the unit's medical forms and written explanation for any Scout who needs special medical treatment.

A troop guide will be assigned to assist the unit through the check-in process. The troop guide and the assistant leader will take the unit to their campsite and then to the pool for swim checks and medical re-checks. The assistant leader should bring the medical forms to the pool for turn-in to the medic at that time. Everyone - youth and adult - must have a current health form. The re-check is to make sure that no significant changes have occurred since the physical examination was given. A buddy tag will be issued for each person with a health form. To best facilitate this process, all members of the unit are asked to arrive at camp at the same time. The unit leader should inform a member of the health staff if any Scouts plan to arrive late.

Camp Tour
New units that may be unfamiliar with the layout of Camp Sidney Dew can request a tour from their troop guide. This tour includes locations of various program areas, the trading post, dining hall and other areas of interest. Your troop guide can also further assist by pointing out time saving shortcuts for getting to and from your campsite. Be sure to pick up a camp map and follow along!

Swim Checks at the Pool
Beginner Test
Jump feet first into water overhead, level off, and swim 25 feet on the surface. Stop, turn, and resume swimming back to the starting place.

Swimmer Test
Jump into the water over your head, feet first, level off, swim 75 yards using one stroke then 25 yards on your back and demonstrate the ability to float on your back.

For units who participate in multiple aquatic activities throughout the year and have had swim checks within the last six months, a pre-camp swim check form is included in the Registration Packet. Please note that these swim checks must be authorized by a certified American Red Cross or BSA Lifeguard. A copy of the certification card must be attached to the completed pre-camp swim check form. All other units will take the swim test upon arrival at camp. It is important to note that Aquatic activities will be held in Lake Goodyear and the pool. Lake Goodyear has very different characteristics from the pool. All boating activities require footwear.
Leaders’ Meetings
A meeting of all unit leaders and Senior Patrol Leaders will be held on Sunday after supper in the Hubbs Administration Center. At this meeting, members of the camp staff will give an overview of camp policies and procedures, and special program activities that will be offered during the week. This meeting will also provide an opportunity to answer any questions about your week at summer camp. Members of the administrative staff will also be on hand to process last minute session adjustments.

A daily adult leader meeting will be held at 10:00 AM every morning in the Hubbs Reception Center. There will also be a Senior Patrol Leader Meeting each day after lunch at the Chapel. If it is raining, the meeting will be on the front porch of the Health Lodge.

<table>
<thead>
<tr>
<th>Check-In Overview Sunday</th>
</tr>
</thead>
<tbody>
<tr>
<td>2:00-4:00 Arrive in Camp</td>
</tr>
</tbody>
</table>

**Paperwork** - The unit leader should report to the Administration Building with the entire unit's registration forms, money, and medical forms. Here you will meet your guide who will guide you through the check-in procedure.

**Health Recheck** - Your guide and assistant leader will take your unit to the pool for swim checks and medical forms will be turned in there.

**Campsite** - Your guide will take you to your campsite where you can unload gear and prepare for the camp tour & swim checks.

**Camp Tour & Swim Checks** - All Scouts will go on a tour followed by swim checks if not complete prior to camp.

5:50 PM Assembly

6:10 PM Dinner

Supper—Scouts and leaders wear Class A uniform to dinner.

8:30 Leader’s Meeting

9:45 Call To Quarters

10:00 Taps
Remainder of the Week

**Tentage**
Generally speaking, all units will be housed in standard two person wall tents or four person Adirondack shelters. The tents have wooden floors with cots. Some campsites are equipped with Adirondack shelters instead of tents. These shelters accommodate four Scouts and have permanent wooden bunk beds and vinyl-covered mattresses. Pictures of campsites are available at www.nwgabsa.org/campsites.

Unit leaders should plan to share tents since the camp does not have the resources to provide each leader with his/her own tent. Leaders who wish to guarantee separate accommodations, and leaders not staying the entire week, should make arrangements to provide their own tent.

**Uniform**
We recommend that the official Scouts BSA summer field uniform be worn by both youth and adults while in camp. This uniform—commonly referred to as Class A uniform—is to be worn to supper each day and to camp wide activities such as campfires, unless High Heat Protocols are in effect. Here are a few tips to help your uniform stay fresh longer:

Don't wear it at times when it does not have to be worn; change clothes after supper to avoid getting it dirty. Bring a hanger for the shirt, and keep the neckerchief and slide (if worn) in the same place each time, so they won't get lost. It would be a good idea to have several pairs of Scout socks to avoid wearing the same pair all week.

**Daily Schedule**
Each day follows a regular daily schedule. The schedule for Saturday and Sunday vary for check-in and check-out. On Monday and Friday, the evening activity is a camp wide campfire in the Council Ring just across from the Trading Post. Everyone in camp is expected to attend and wear their Scout uniform. There are a variety of activities available to choose from on the remaining evenings.

**Dining Hall**
Before each meal, units line up in formation on the parade ground outside of the Dining Hall. A member of the Camp Sidney Dew staff will lead the camp in returning thanks.

At the morning and evening meal, the Staff will lead the flag ceremonies unless a Troop has signed up to do so. Scouts and leaders should wear their Class A uniform to the evening meal. After the meal, the Program Director usually has some important announcements for the camp. We ask that all Scouts remain in the Dining Hall until dismissed by the staff.

Here at Camp Sidney Dew we eat family style. The waiter system is used in the Dining Hall for setting the tables and cleaning up. This process will be explained in more detail during supper on Sunday.

Our Dining Hall staff provides a balanced diet for young Scouts at all meals. If you have a Scout or Leader with Special dietary concerns or restrictions please complete Special Diet Request form (CSD-2c). Each year we host individuals with Diabetes, Celiac Disease, peanut allergies, as well as milk and egg allergies. These individuals are encouraged to bring any specialty foods that they may need to supplement our regular menu with them. Such foods should be labeled with the individual's name, Unit Number and any specific instructions. We will make every effort to prepare these foods as required and have them at each meal. Check our website before coming to camp for our Summer Camp Menus to help with this planning.
**Vespers and Chaplain**
Vespers is a short fellowship service held Tuesday evening after supper. Vespers is held in the Chapel, located across from the Dining Hall. Everyone is encouraged to attend. Members of the Commissioners staff will conduct Vespers service, with assistance from visiting clergy. In addition, they can provide assistance with homesick Scouts. Scouts and units may volunteer to assist with Vespers during the week. Scouts who are working on their religious award are especially encouraged to do so.

**Commissioner Service**
After your guide finishes helping you check in, you probably won’t see him in your campsite again until you check out on Saturday. That is okay, because we have a staff member with the full-time job of taking care of your needs during the week. That staff member is your Commissioner. They will make sure you have all the supplies and equipment that you need. If there is something broken or missing in your site, they will work to see that it is fixed or replaced. You can also meet with your Commissioner at the morning Leaders’ Meeting. In addition, Commissioners are knowledgeable about the Program and can answer questions or help you plan unit activities.

**Trading Post**
The Trading Post -located in the middle of camp - stocks a variety of items, such as camp memorabilia (patches, mugs, T-shirts, etc.), program supplies, and concession items. The Trading Post is open during the day and evening, except at meals and during camp wide activities. It is a popular place for Scouts and leaders to get a snack and relax. The Trading Post Manager will announce and post hours but it is usually open approximately 8 hours daily.

**Lost and Found**
A central lost and found area is located at the Trading Post. If you lose something during the week, check with the Trading Post staff to see if it has been turned in. In addition, the aquatics area has a small lost and found area at the pool and lake. At the end of each week of camp, all lost and found items will be boxed and stored. After camp closes for the summer, lost and found items will be kept until September 1. To make it easier to recover lost items, Scouts should clearly mark their personal possessions with their name and unit number.

**Scoutmaster Lounge**
Scoutmasters are more than welcome to stop and take a breather in the Hubbs Administration Building. We will have coffee in the mornings as well as a cool place to sit down and relax for a bit.
Check Out

The check-out procedure begins on Friday. Merit Badge print-outs, health forms, Spike Buck progress charts and patches will be available for pick-up by Friday supper. Starting on Wednesday, we will begin assigning check-out times to troops. We will work around your schedule to make your check-out process go smoothly. The Camp Ranger will discuss check-out procedures with unit leaders at the Thursday leader meeting and again at lunch on Friday.

Some vehicles will be allowed in camp to load personal and unit equipment on Friday, per the Ranger’s instructions, and units may schedule a check-out time with the Ranger at that time. At check-out, the Ranger or designee will inspect the site to be certain that it is clean, and the site assessed for damage. The cost of any damaged property or equipment will be charged to the unit. The unit leader should stop by the Hubbs Administration building on the way out of camp to check-out and take care of any last minute business.

Contacting the Outside World

Postal Mail
Scouts may receive mail at camp. Please send mail addressed as follows:

<table>
<thead>
<tr>
<th>Addressing Mail</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scout Name</td>
</tr>
<tr>
<td>Unit Number</td>
</tr>
<tr>
<td>Camp Sidney Dew</td>
</tr>
<tr>
<td>3624 Everett Springs Rd</td>
</tr>
<tr>
<td>Armuchee, GA 30105</td>
</tr>
</tbody>
</table>

Please be sure to include the Scout’s unit number on all mail; this will make sure it is routed to the proper mailbox. Also include a return address in case a letter arrives at camp after the Scout has left. Mail service is dependable, but it is recommended that mail not be sent to camp later than the Wednesday while the unit is at camp. Mail can take from two to four days to reach camp. Any letters or packages that contain currency or valuables should be insured.

Telephone
A phone is located inside the Hubbs Administration building. It is the only telephone available for Scout use. We discourage the continued use of the telephone by Scouts. A Scout can only use the phone when a Scout Leaders accompanies the scout. No exceptions.

Should someone at camp need to be contacted, the camp telephone number is (706) 234-2393. The staff member will take a message and deliver it to the unit. Of course, emergency messages will be delivered as soon as possible.

Website
Visit us on the web for the latest updates about preparing for camp. This is an excellent resource for parents, leaders and Scouts. Leaders will find information about summer camp and last minute registration updates. They can register online and pay camp fees. It is also a convenient way to submit last minute schedule changes before coming to camp. Scouts can find a list of what to bring to camp, as well as helpful hints for their merit badge sessions.

www.nwgabsa.org/summer-camp
**Social Media**
Parents and family can see pictures of their unit in camp on our social media pages.

Facebook: facebook.com/campsidneydew  
Instagram: instagram.com/camp_sidney_dew

**Visitors Night**
Visitors' night at camp is Friday evening. At that time, parents may wish to bring a picnic supper to enjoy with their Scout and friends. The highlight of the evening's activities is the campfire program and the Order of the Arrow ceremony. Visitors should not plan to arrive at Camp Sidney Dew before 4:00 p.m., as Scouts will be involved in camp-wide activities until then, and will need time to take a shower and change clothes. The ceremony will last until approximately 9:30 p.m., so visitors should plan to leave shortly after. Bring a good flashlight to light your way around camp after dark.

In the event of inclement weather, the campfire and tap-out ceremony will be moved to the Dining Hall. Vehicles are not allowed into camp on Friday evenings. If desired, visitors may eat in the Dining Hall on Friday evening. The cost for the meal is $5 regardless of age. Visitors may purchase tickets for their meal as they enter the Dining Hall on Friday evening. In addition, they should notify their Scout's unit leader prior to their visit, who will make arrangements with the Administration for camp. Visitors at any time other than Friday should make prior arrangements with the Camp Director. There are no facilities at Camp Sidney Dew to allow visitors to stay overnight. Any adults staying overnight must be BSA-registered adult leaders and have completed Youth Protection.

**Entering and Leaving Camp**
The safety and security of every Scout is of paramount concern to all leaders and Staff. To enhance our security efforts we require parents, leaders, and Scouts to sign in and sign out at the Administration building when entering or leaving camp during the week. Scouts who are leaving camp early will need to check out at the Hubbs Administration Building with our staff while being accompanied by an adult from the unit to authorize the departure. Guest hours begin at 7:00 am and end at 10:00 pm. There should be no guests on-camp before or after that time. If there are particular concerns of an individual Scout's well-being and protection, the unit leader should contact the Camp Director.
<table>
<thead>
<tr>
<th>Time</th>
<th>Sunday</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
<th>Saturday</th>
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<tbody>
<tr>
<td>7:00am</td>
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<td></td>
<td>REVEILLE</td>
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<td>WAITER’S CALL</td>
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<td>7:50am</td>
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<td>MORNING ASSEMBLY</td>
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<td>8:00am</td>
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<td>BREAKFAST</td>
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<td>9:00-10:00am</td>
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<td>SECOND PERIOD</td>
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<td>THIRD PERIOD</td>
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<td>LUNCH</td>
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<td>1:30pm</td>
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<td>SPL MEETING @ Dining Hall Back Porch</td>
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<td>2:00-3:00pm</td>
<td>CHECK-IN BEGINS AT 2:00</td>
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<td>FOURTH PERIOD</td>
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<td>ACTION AFTERNOON ACTIVITIES</td>
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<td>DINNER</td>
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<td>7:00-8:30pm</td>
<td>CLASS MEETINGS</td>
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<td>TWILIGHT ACTIVITIES, TWILIGHT MERIT BADGES, TROOP TIME, VESPERS (Tuesday Only) SCHEDULE WILL BE POSTED</td>
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<td>8:00 Campfire</td>
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<tr>
<td>8:30-9:30pm</td>
<td>SM/SPL MEETING</td>
<td>Opening Campfire</td>
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<td>9:00 OA Ceremony</td>
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<td>CALL TO QUARTERS</td>
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<td>TAPS</td>
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</tbody>
</table>
Map to Camp Sidney Dew

Camp Address
3624 Everett Springs Road
Armuchee, GA 30105

From I-75 South
- Take exit 306 for GA-140 toward Summerville/Adairsville
- Use the left 2 lanes to turn left onto GA-140
- 13.3 miles and turn right onto Old Dalton Rd NE
- 4.5 miles to Everett Springs Rd - continue straight
- 6.9 miles to Sidney Dew Rd
- Continue straight onto Sidney Dew Rd

From I-75 North
- Turn right onto US-41 S/US-76 E.
- .4 miles and turn right onto Bandy Rd
- 5.1 miles and continue onto Old Ringgold Rd
- 4.5 miles and turn right onto GA-201 S
- 5.7 miles and turn left onto GA-136 E
- .4 miles turn right onto Pocket Rd
- 6.8 miles and continue onto Everett Springs Rd
- 4.8 miles and take a sharp left onto Sidney Dew Rd
Map of Camp Sidney Dew